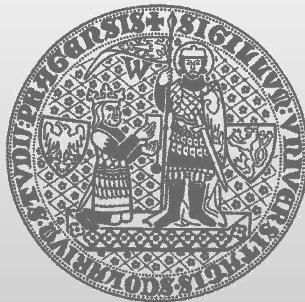


An Architecture Framework for Experimentations with Self-Adaptive Cyber-Physical Systems

<http://d3s.mff.cuni.cz>

Department of
Distributed and
Dependable
Systems



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Smart Cyber-Physical Systems

- Open-ended: no strict system boundaries
- Decentralized
- Physical world
 - Distribution
 - Mobility
- Communication
 - WiFi, 3G/4G, but also MANETS, VANETS etc.

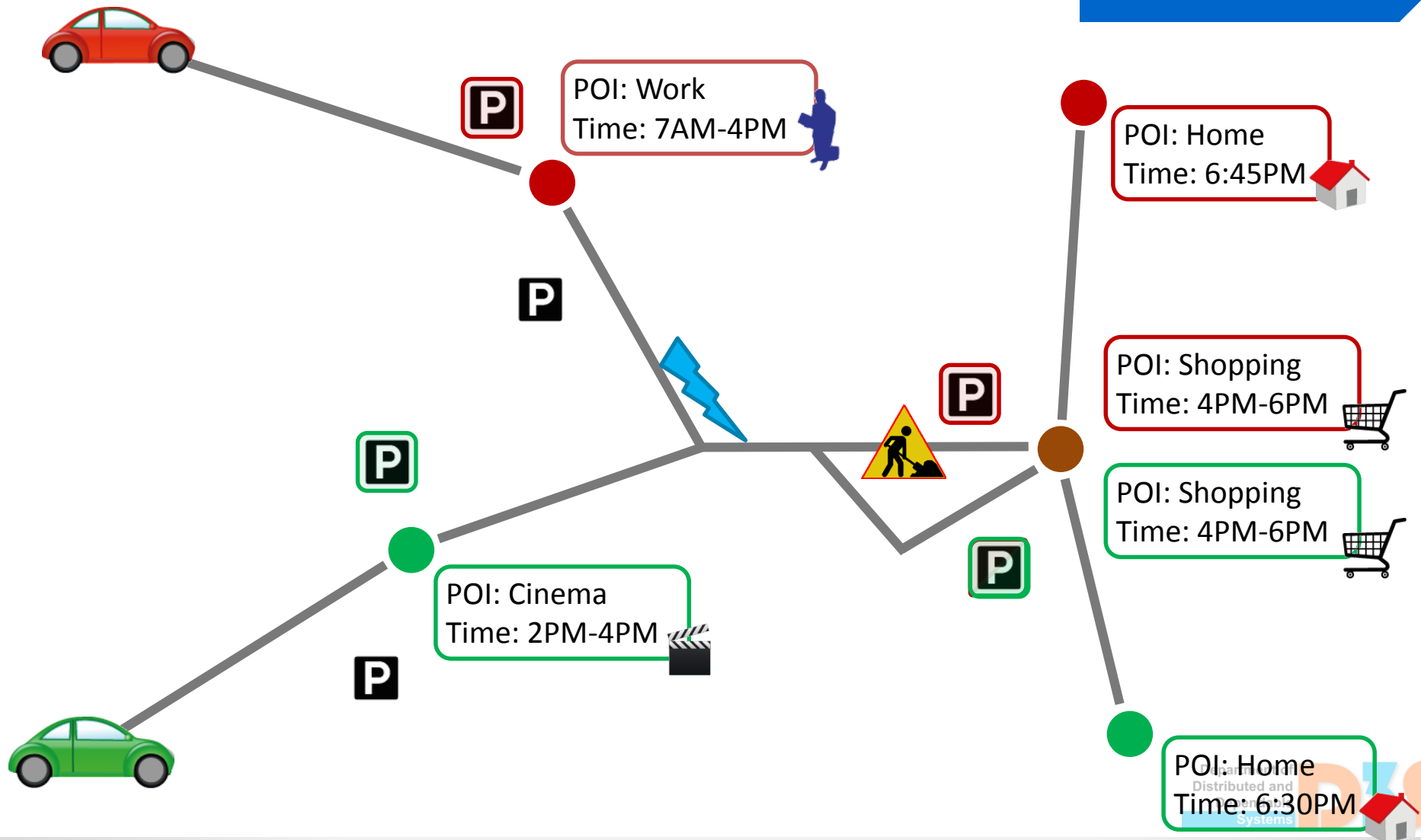
How can we endow such systems with self-adaptive and self-organizing capabilities?

What is special about smart CPS?

Self-adaptation in smart CPS is hard
... especially when combined with **dependability**.

- **No global state**
- Dynamic physical structure
- Unstable connections: **no communication guarantees**
- **Communication delays**: data becomes obsolete
- Inherent dynamism stemming from external uncertainty and openness
- Emergent behavior

Example: E-mobility



Systematic Experimentation

To build self-adaptive smart CPS we need to first experiment with different adaptation approaches

An **experimentation framework** should have:

- Suitable **abstractions**
 - Goals, agents/components, component grouping
- **Simulation** capabilities
 - Network communication (including ad-hoc networks)
 - Environment behavior

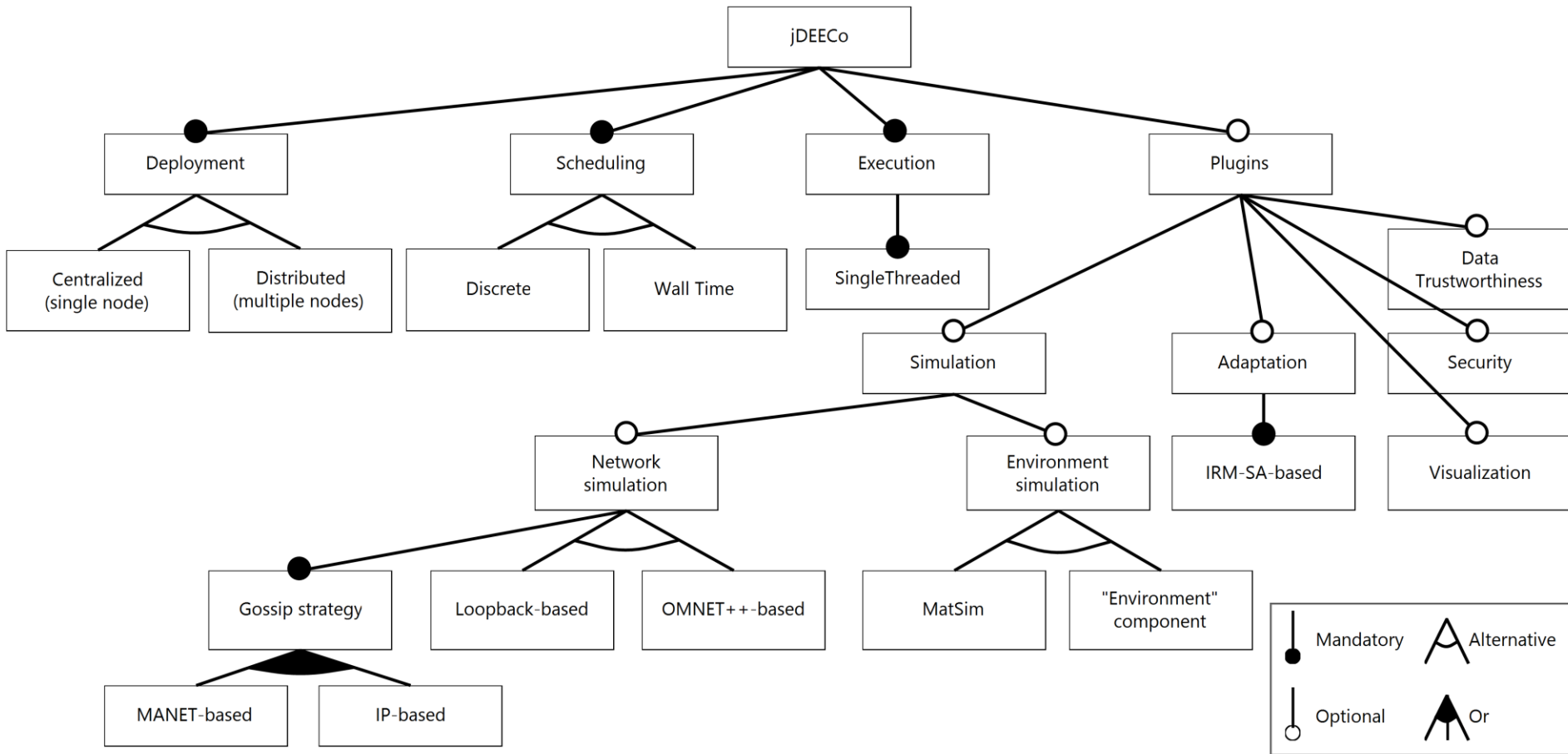
Component framework for self-adaptive smart CPS

- Suitable abstractions
 - Architecture: autonomous **components** & **ensembles**
 - Requirements: **invariants**
- Simulation capabilities
 - Network-accurate communication (OMNET++)
 - Agent-based simulations of the environment (MATSim)

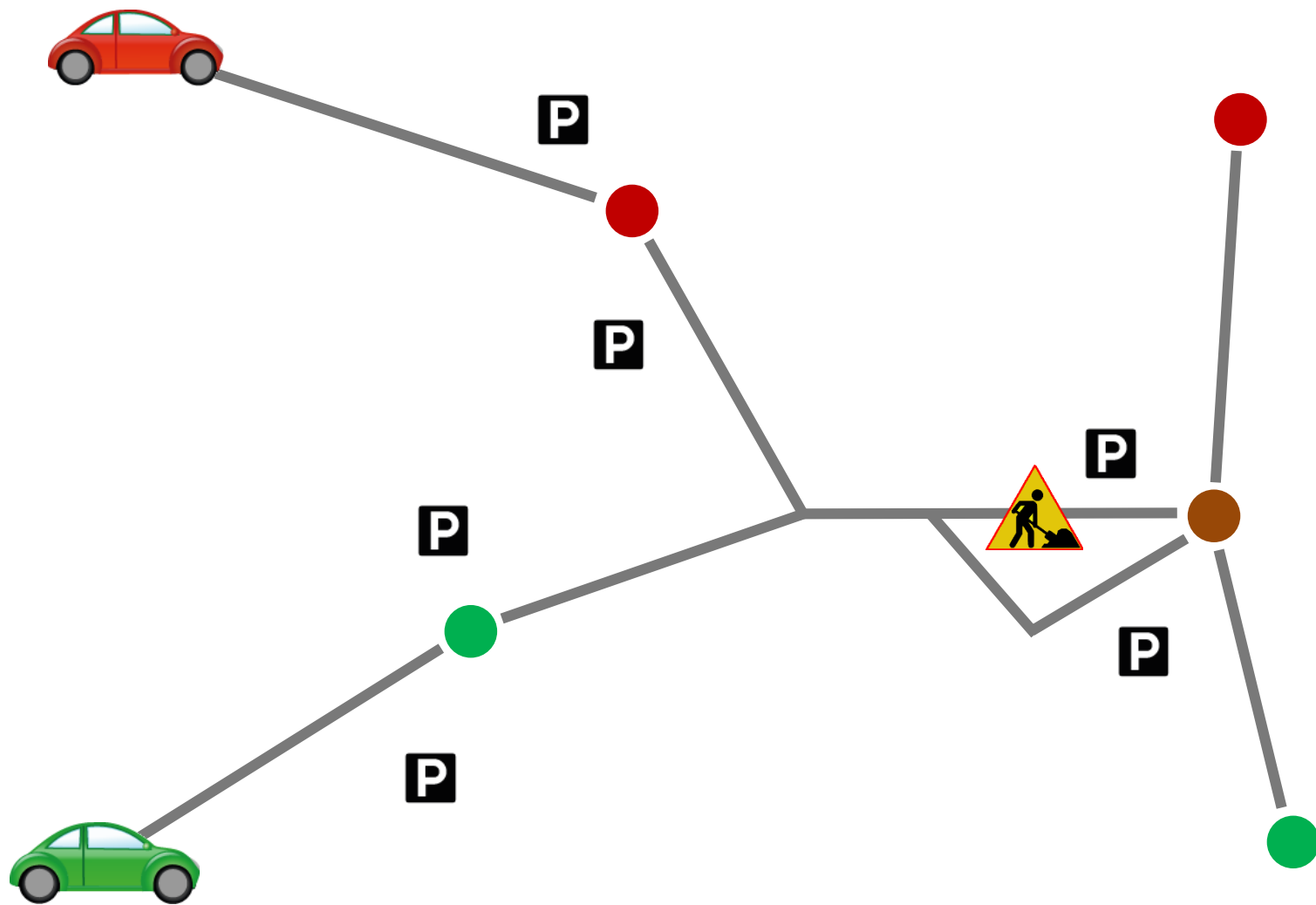
jDEECo: **Java-based** implementation of DEECo

- Based on internal Java DSL (Java annotations)

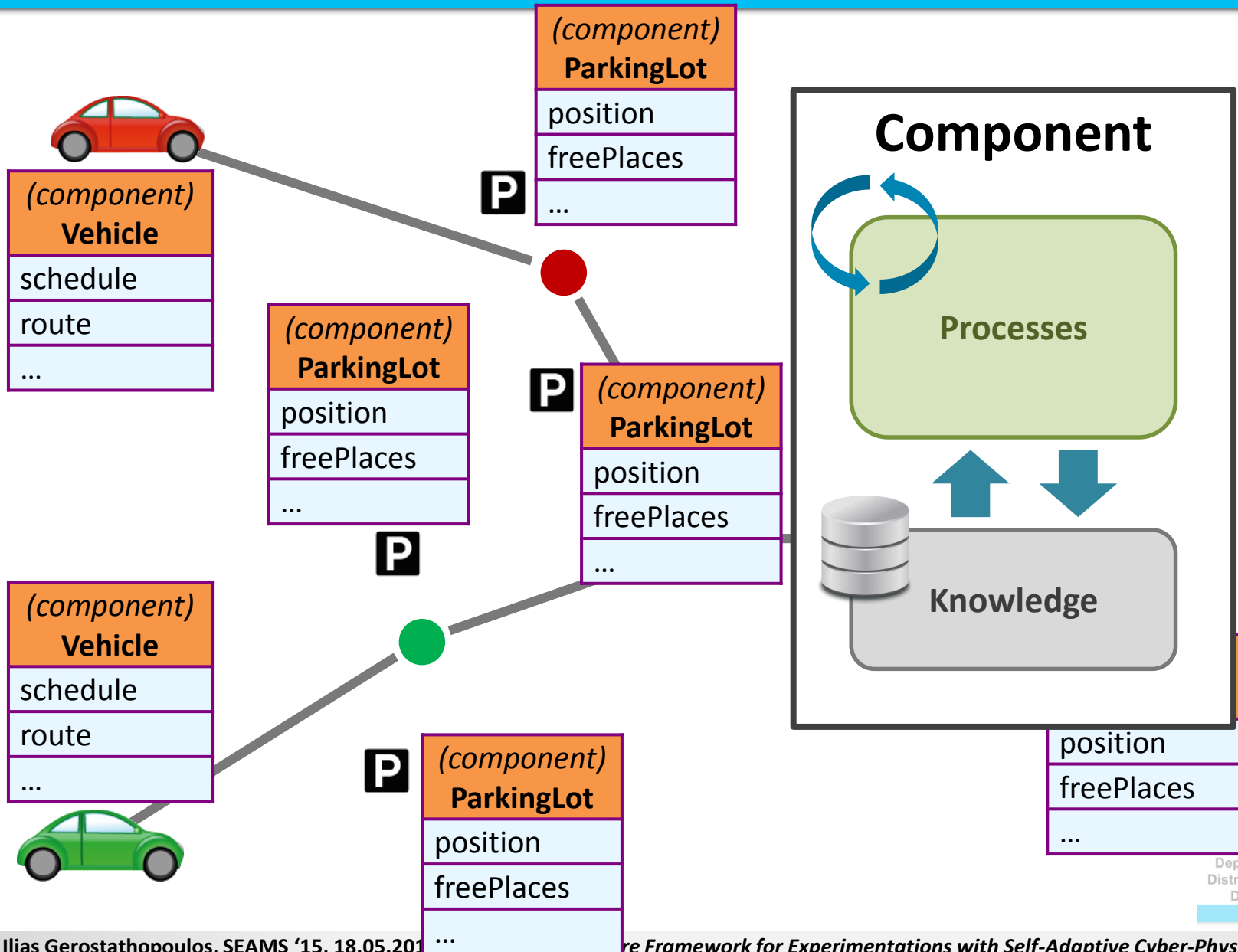
jDEECo Features



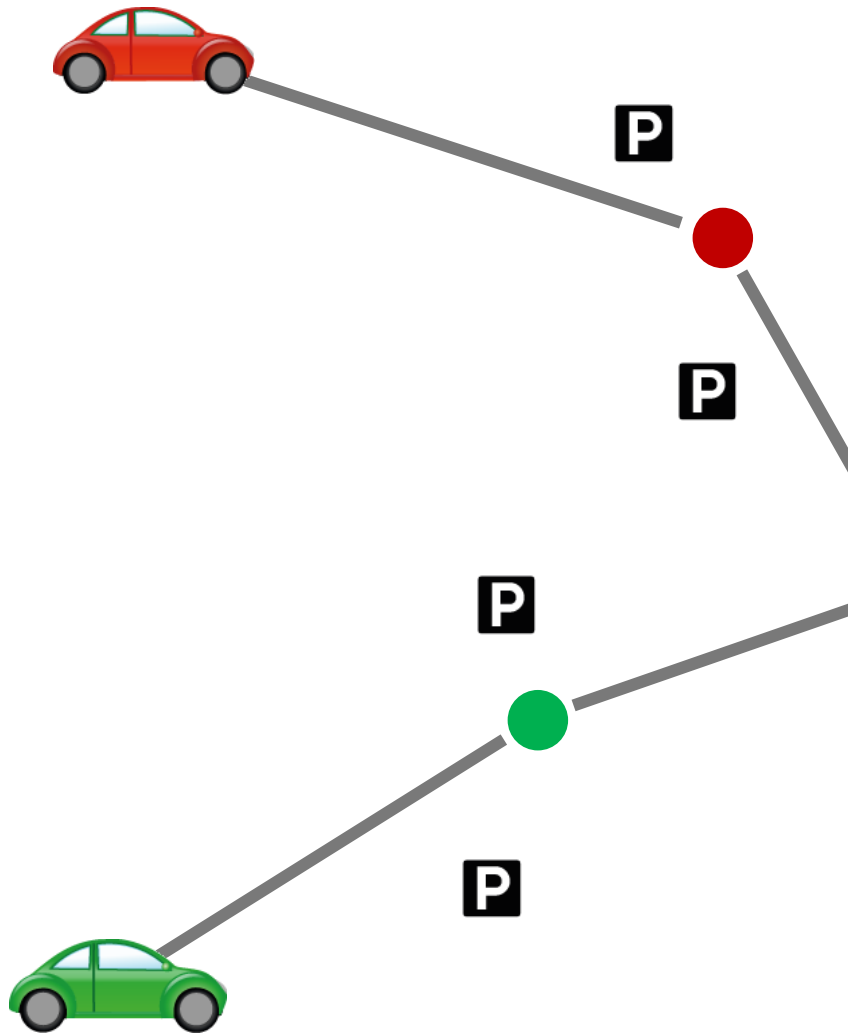
DEECo – Architecture Abstractions



DEECo – Architecture Abstractions



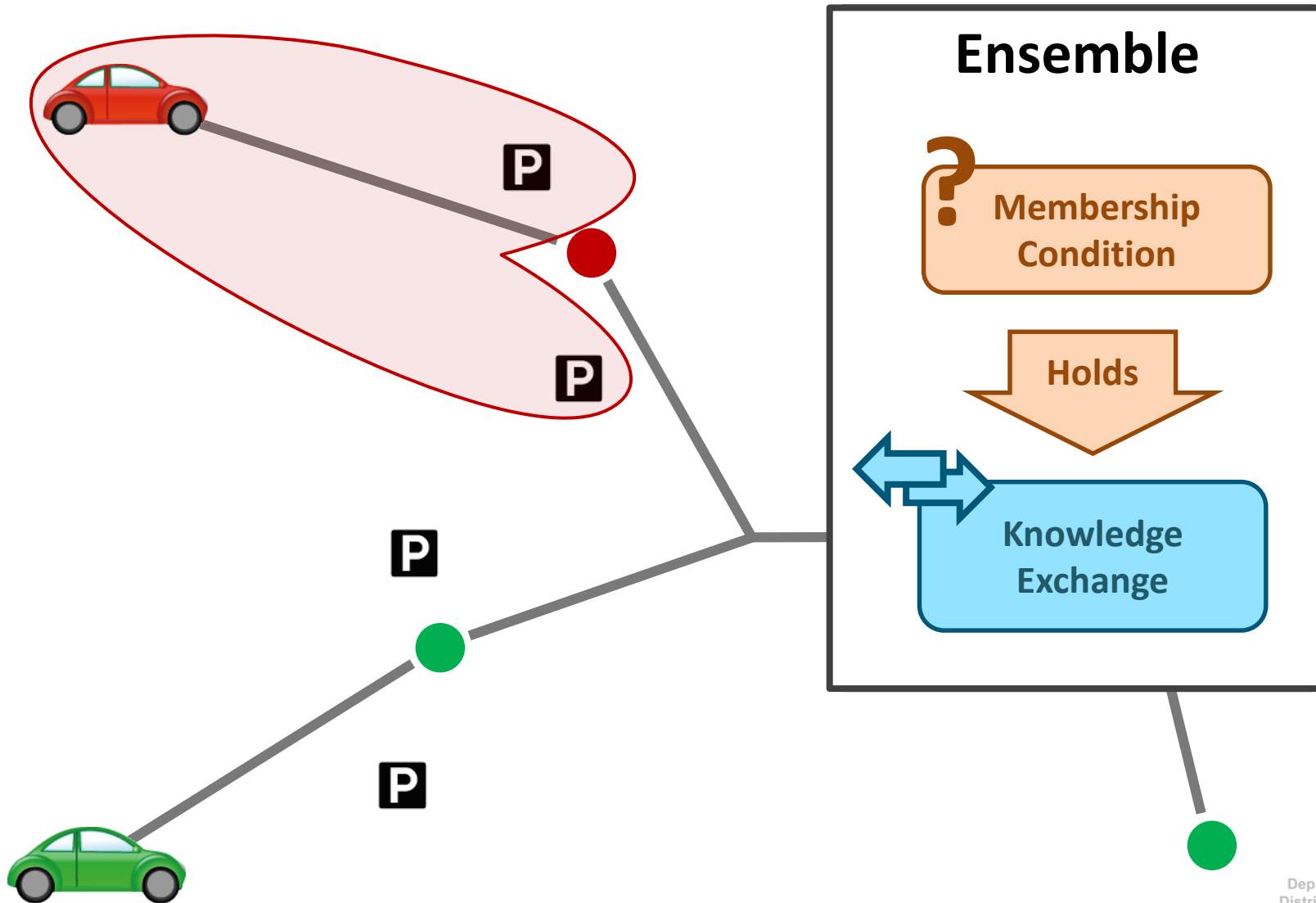
DEECo – Architecture



```
Component Vehicle = {  
  position: IPosition  
  availableParkingLots: IParkingLot[]  
  route: IRoute  
  schedule: ISchedule  
  ...  
  process updatePlan {  
    function = updatePlan  
    inputKnowledge = [position,  
      availableParkingLots, ...]  
    outputKnowledge = [route, ...]  
    scheduling = periodic(1s)  
    ...  
  }  
}
```

```
Component ParkingLot = {  
  freePlaces: Int  
  position: IPosition  
  ...  
  process updateFreePlaces {  
    ...  
  }  
}
```

DEECo – Architecture Abstractions



DEECo – Architecture Abstractions

(ensemble)

AvailableParkingLotsCloseToDestination

Ensemble AvailableParkingLotsCloseToDestination {

v: IVehicle

p: IParkingLot

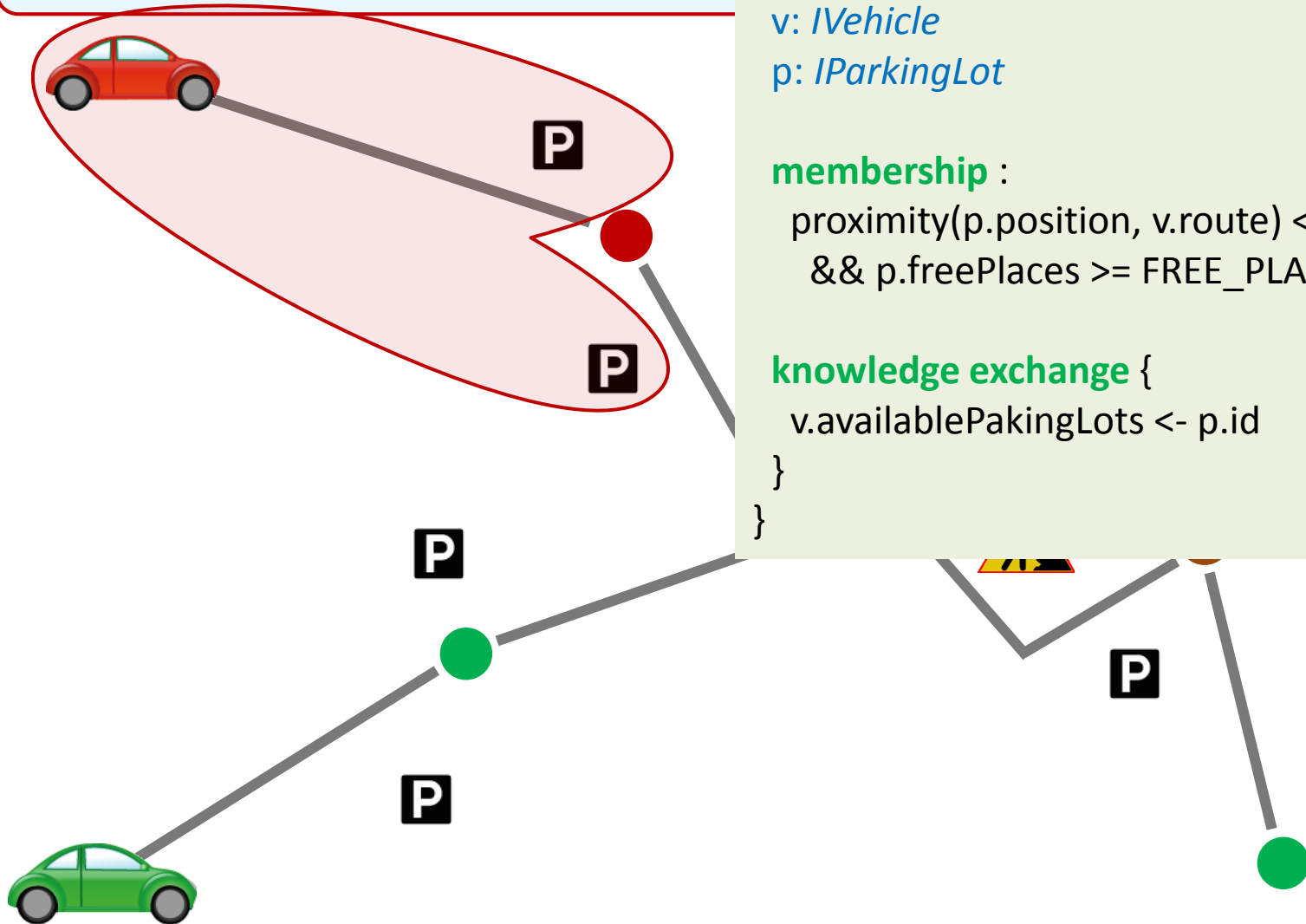
membership :

proximity(p.position, v.route) <= DIST_THR
&& p.freePlaces >= FREE_PLACES_THR

knowledge exchange {

v.availablePakingLots <- p.id

}



Abstractions

```
Ensemble VehiclesCloseByWithTrafficUpdate {
```

```
  v1: IVehicle
```

```
  v2: IVehicle
```

```
membership :
```

```
  proximity(v1.position, v2.position) <= DIST_THR
```

```
knowledge exchange {
```

```
  v1.trafficInfo <- v2.trafficInfo
```

```
  }
```

```
  }
```

(ensemble)

VehiclesCloseByWithTrafficUpdate

P

P

(ensemble)

AvailableParkingLotsCloseToDestination

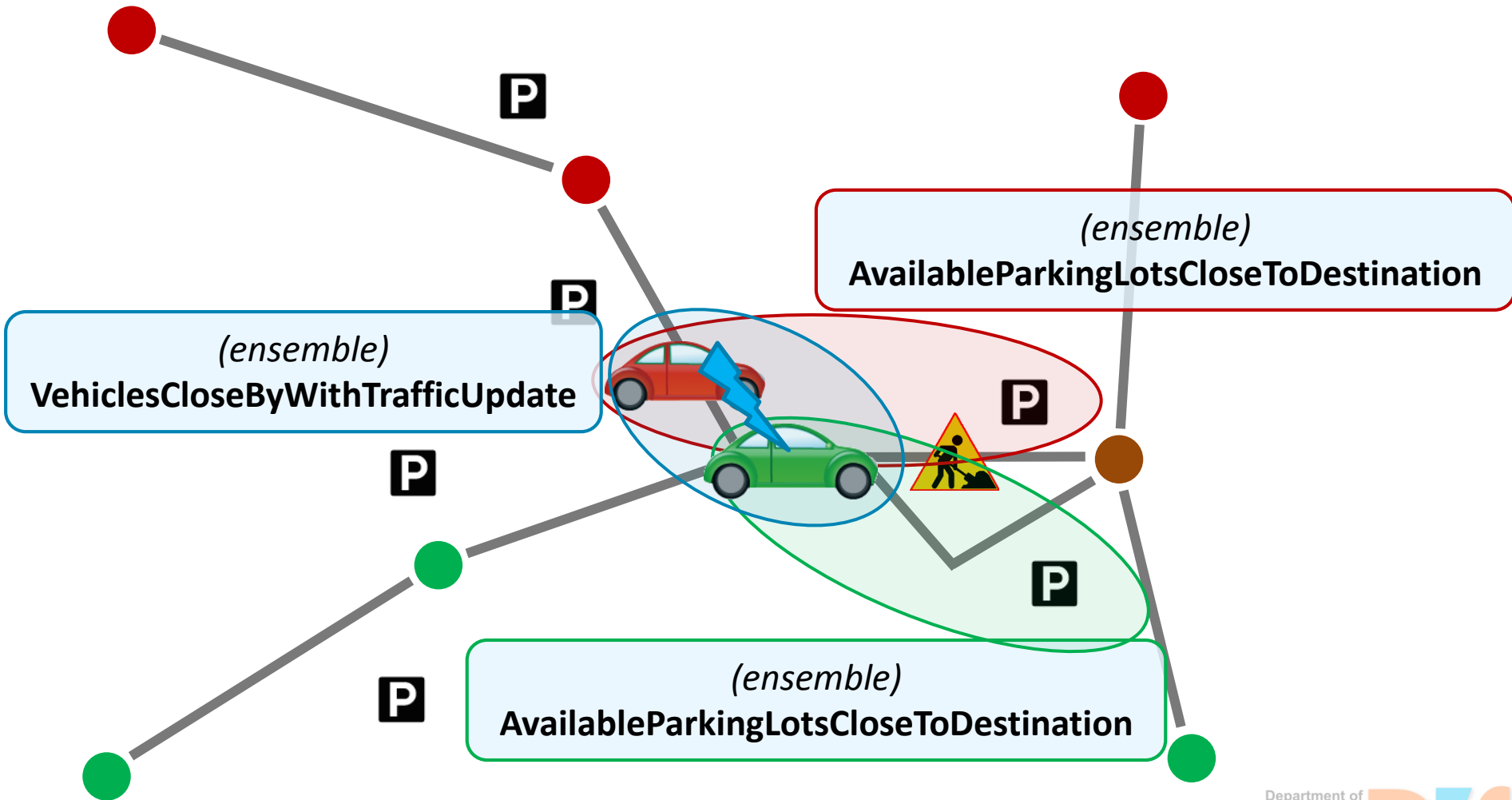
P

P

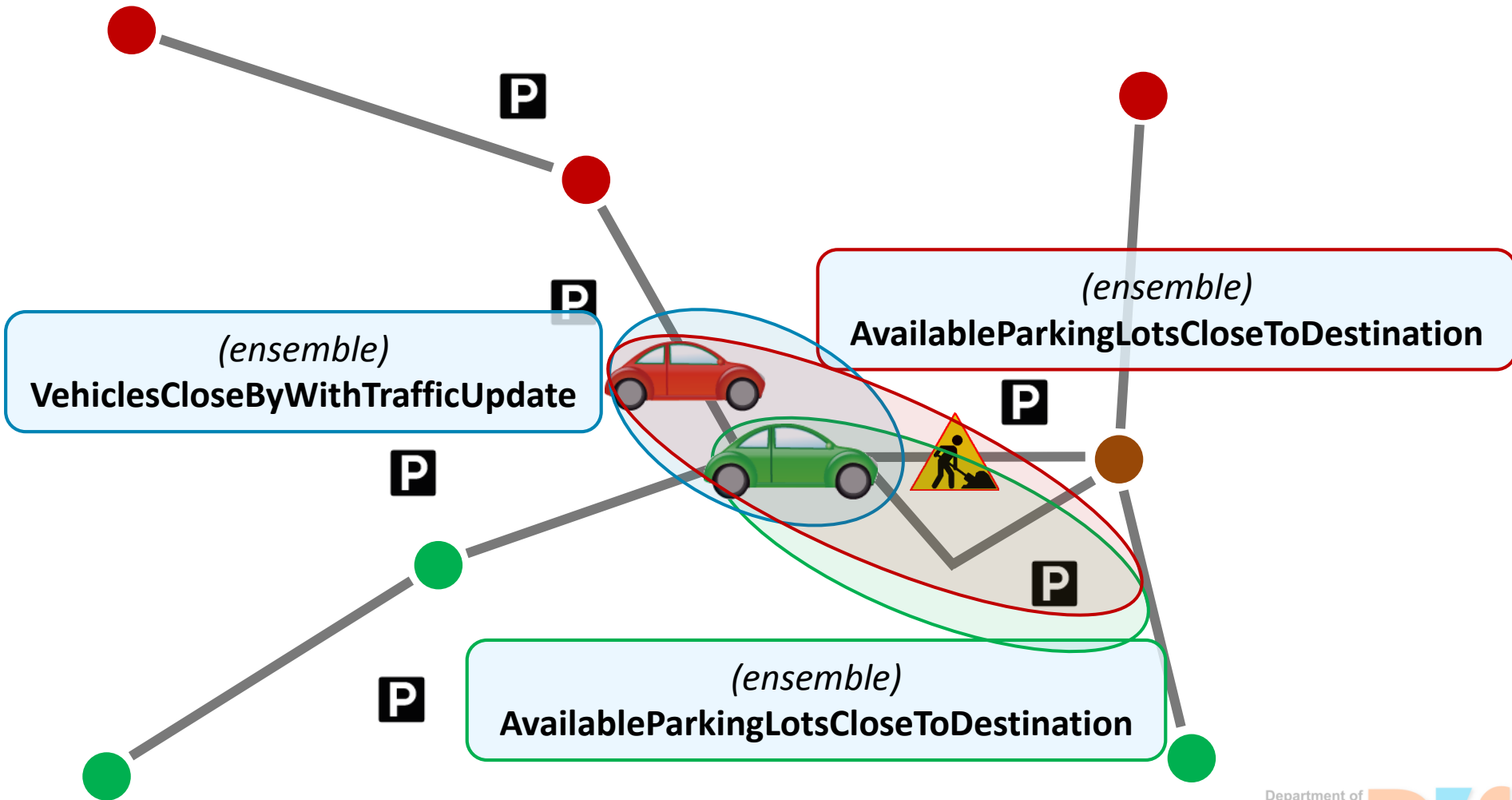
(ensemble)

AvailableParkingLotsCloseToDestination

DEECo – Architecture Abstractions



DEECo – Architecture Abstractions



Requirements Abstractions

Invariants capture operational normalcy at every time instant

Decomposition of invariants forms design trees

- Akin to goal-oriented requirements elaboration

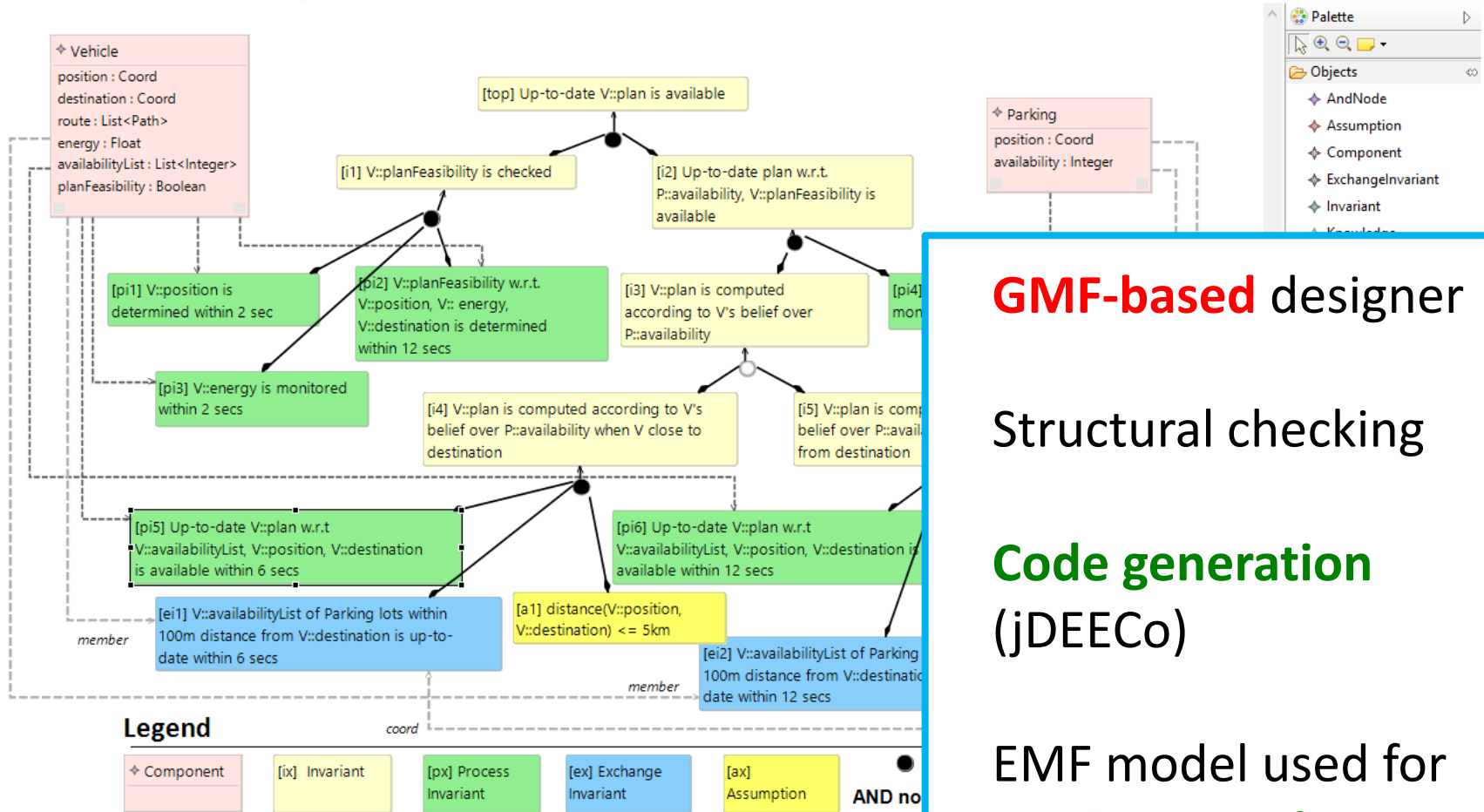
Leaf invariants are **operationalized** via

- Component processes and knowledge exchange functions
- Monitors

Alternative decompositions provide alternative system realizations

- Used at runtime to drive **architecture reconfiguration**

Support for Goal-Oriented Design



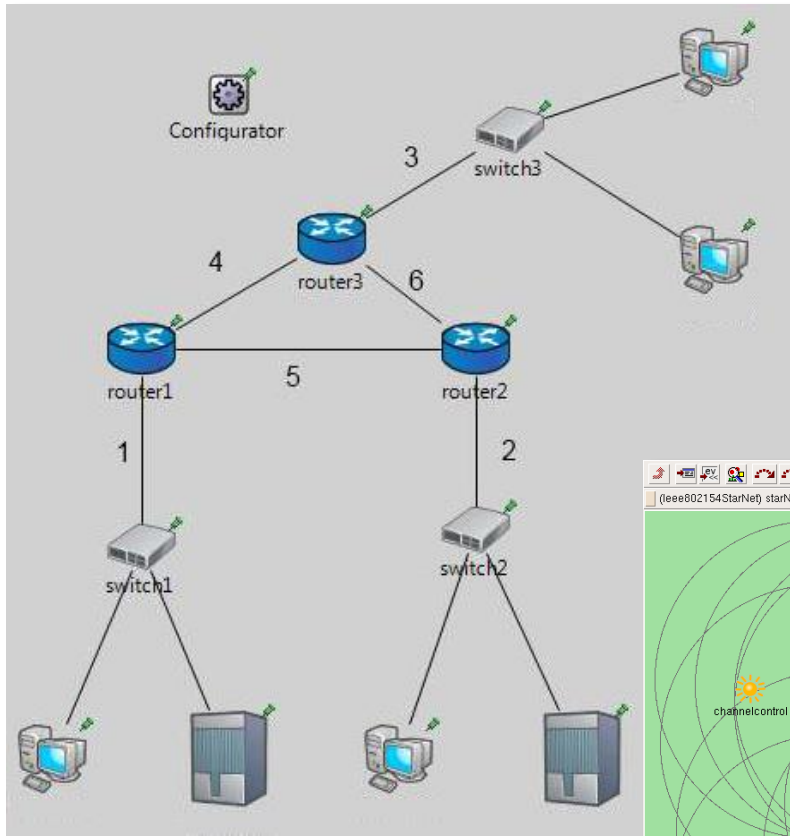
GMF-based designer

Structural checking

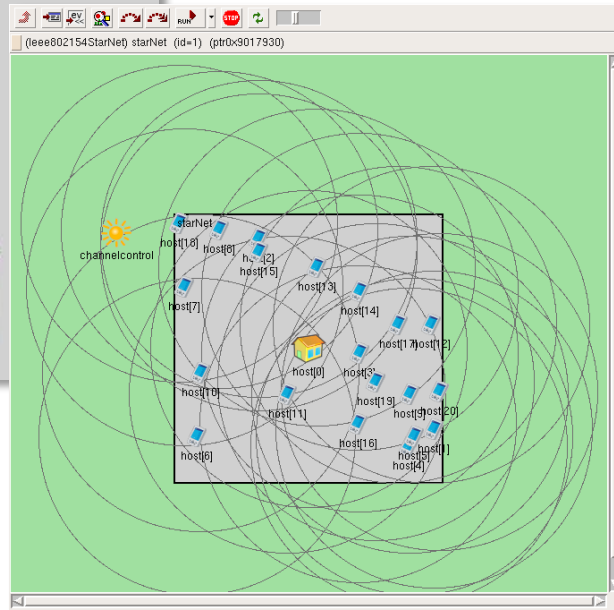
Code generation
(jDEECo)

EMF model used for runtime **requirements reflection**

Support for Network Simulations



Detailed network simulator



Rich library of communication models

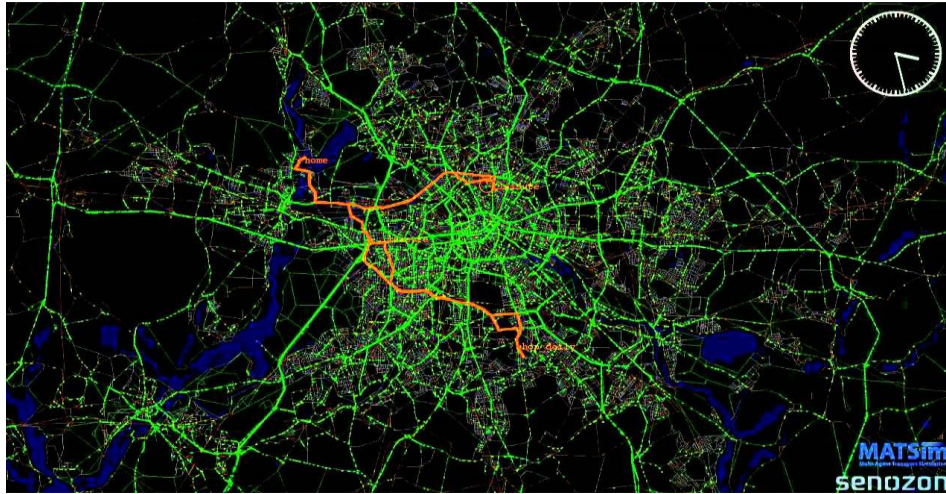
Rich library of hardware models

Support for Environment Simulations

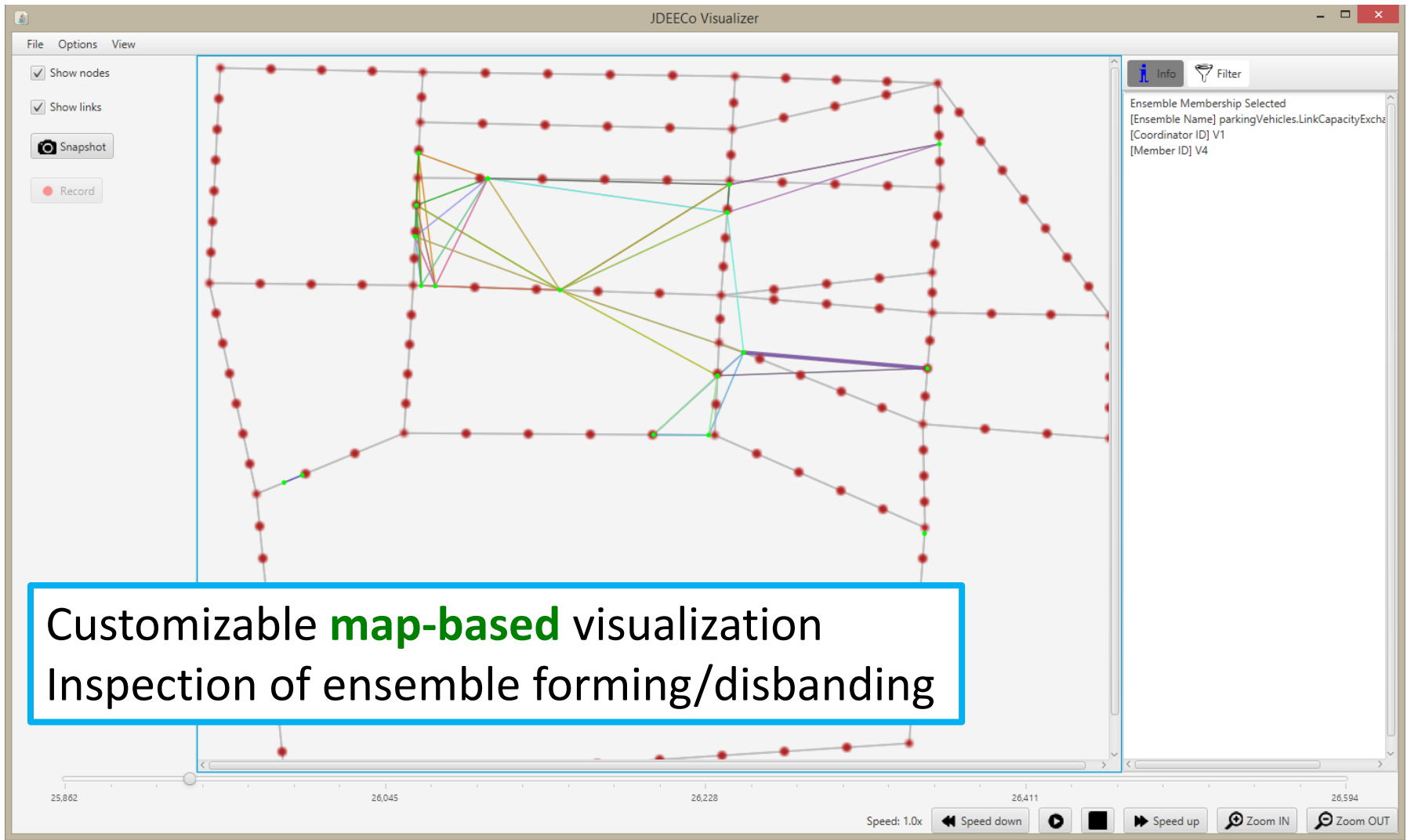
MATSim
Multi-Agent Transport Simulation

Agent-Based Traffic Simulator

Simulates people mobility
according to their plans



Support for Visualization



Customizable **map-based** visualization
Inspection of ensemble forming/disbanding

Conclusions

Self-adaptation is hard to achieve in smart CPS

DEECo – Architecture Abstractions

Support for Goal-Oriented Design

Support for Network Simulations

Support for Environment Simulations

Support for Visualization

ed visualization
e forming/disbanding

Framework for Experimentations with self-adaptive CPS

<https://github.com/d3scomp/JDEECo>